

Scopone

4 players

40 cards

Difficulty: Medium

Duration: Medium

Capture table cards by matching values to score the most points as a partnership.

SETUP

- Use a 40-card deck (remove 8s, 9s, and 10s).
- Deal 10 cards to each of the 4 players in two partnerships.
- Place 4 cards face-up on the table.

SCORING

- 1 point each for most cards, most coins-suit cards, and the seven of coins.
- 1 point for the best primiera (highest card from each suit by special scale).
- Each sweep earns 1 additional point.

Tip: Avoid leaving table totals of 10 or less, as opponents can sweep easily.

ON YOUR TURN

- Play one card from your hand to the table.
- Capture a table card matching your card's value, or multiple cards that sum to it.
- Clearing all table cards in one capture earns a sweep (Scopa).

Scopone is an Italian partnership card game played with a 40-card deck, closely related to the simpler game Scopa. It is a game of careful card capture and table management where teams of two compete to accumulate the most valuable cards and scoring combinations.

Objective

Work with your partner to capture cards from the table whose values match or sum to the value of a card you play. Score points by collecting the most cards, the most coins-suit cards, the valuable seven of coins, and achieving a high primiera total.

Setup

1. **Players:** 4 players in two partnerships.
2. **Deck:** A 40-card Italian deck (or a standard deck with 8s, 9s, and 10s removed).
3. **Deal:** Each player receives 10 cards, and 4 cards are placed face-up on the table.

Gameplay

1. **Play a card:** On your turn, play one card from your hand to the table.
2. **Capture:** If your card matches the value of a table card, or if its value equals the sum of multiple table cards, capture those cards and add them to your team's pile.
3. **No capture:** If your card cannot capture anything, it stays on the table.
4. **Sweep (Scopa):** Clearing all cards from the table in a single capture earns a bonus point.
5. **Continue play:** Players take turns clockwise until all hands are empty.

Scoring

- **Cards:** The team that captured the most cards earns one point.
- **Coins:** The team with the most coins-suit cards earns one point.
- **Sette Bello:** Capturing the seven of coins is worth one point.
- **Primiera:** Each team tallies their highest-ranked card from each suit using a special point scale; the higher total earns one point.
- **Scope:** Each sweep scored during play counts as one additional point.

Variations

- **Scopone Scientifico:** No cards are placed on the table at the start; each player receives all 10 cards and the table begins empty.
- **Re-bello:** Some groups award an extra point for capturing the six of coins or other designated cards.

Tips and Strategies

- Communicate through your plays; experienced partners develop patterns to signal which suits they are strong in.
- Avoid leaving table totals of 10 or less, which let opponents sweep easily.
- Keep track of captured sevens, as they are crucial for the primiera calculation.

Tips & Strategy

Focus on controlling the table total to deny your opponents easy captures. Prioritize collecting sevens for the primiera and coins-suit cards for the coins point.

Strong Scopone players think several turns ahead, managing the table total to set up their partner while denying opponents easy sweeps.